ANDREW CHU

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EDUCATION

University of Waterloo

Apr. 2029

Bachelor of Computer Science - Dean's Honours List

Waterloo, ON

EXPERIENCE

Software Engineer

May 2025 - Present

CGI

Markham, ON

Data Engineer Intern

Aug. 2024 - Sep. 2024

Alljoined

Toronto, ON

- Debugged critical timing issue in EEG data preprocessing by implementing data logging system in Python
- Reduced data collection script performance by 20x by refactoring WebSocket script to prevent deadlocking
- Designed data processing pipeline for denoising and artifact correction using NumPy, Pandas, and scikit-learn

Full-Stack Developer

Sep. 2022 - Jan. 2023

Digitera Interactive

Ottawa, ON

- Led development of "Skule News" project, a **mobile school news app** to streamline student communication
- Integrated Firebase for authentication, real-time updates, and cloud file storage for secure backend support
- Engineered image preview feature when uploading or editing articles in Flutter
- Reduced frequency of in-app crashes by 20% by resolving 6+ bugs resulting from incorrect Firebase queries

PROJECTS

Replate - Sustainable Delivery App (GenAl Genesis Winner) | Next, Express, MongoDB, Flask, Cohere, Gemini, Twilio

- Achieved AI Eco-Mobility Award at GenAI Genesis among 600+ competitors
- Engineered a meal recommendation system using a dual-agent pipeline with Cohere Command R and Gemini, combining user preferences with restaurant data from the Too Good to Go platform
- Utilized Express and Flask backend microservices to process orders and serve live delivery updates via Twilio SMS

EasyMeet.ca - Meetup Scheduling Website | React, Firebase, Mocha, GitHub, CI/CD, Figma, YAML

- Shipped a no-password mobile-first meetup scheduling website written in React, deployed at easymeet.ca
- Designed and tested NoSQL Cloud Firestore to protect user data from illegitimate database read and writes
- Automated CI/CD unit testing and deployment with build caching using Mocha, Chai and GitHub Actions

<u>Tinyraytracer</u> - Computer Graphics Renderer | C++, Go

- Developed a fast and simple raytracer written in Go and C++ for multithreaded CPU-based 3D rendering
- Accelerated I/O image write operations 8x by leveraging Goroutines to write concurrent, performant code
- Implemented effects including specular lighting, reflection, and refraction using the Phong reflection model

Jarvis - Developer Voice Assistant | RESTful APIs, TypeScript, React, CI/CD, Python, FastAPI, GitHub, YAML

- · Developed an NLP voice-controlled assistant for performing CI/CD tasks, streamlining workflows for engineers
- Trained a custom Named Entity Recognition (NER) model using spaCy to accurately interpret voice commands
- Built a REST service with FastAPI and Python, integrating with GitHub to handle merging, testing, and pull requests

Spine Align - CV Posture Correction | SvelteKit, TypeScript, YOLOv8, OpenCV, Intel MiDaS, OpenAl

Jul. 2024

- Developed a CV-powered application to detect, notify, and correct people's posture from low-resolution images
- Interpreted posture with 83% accuracy utilizing multi-stage processing with depth maps and key point detection

TECHNICAL SKILLS

Languages: Java, Python, C/C++, TypeScript, Go, C#, CSS, HTML, Dart, Bash

Frameworks: Next, React, MongoDB, MySQL, Firebase, Supabase, Express, Flask, FastAPI, Jest, Svelte, TailwindCSS **Developer Tools**: Linux, Git, Node, Figma, Docker, Postman, Vercel, GitHub, GitLab, Cursor, Google Cloud Platform